
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Sun, 04 May 2014 18:03:06 GMT

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My version is 4.10.6640 from 9 February 2014. I actually just updated from 4.0 to 4.1 because of the issues. It isn't doing any new updates for me so I assume I have the latest version.
